

# CANNIBAL-IN-CHARGE RECORD SHEET

**ADVERSITY POOL:**

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CANNIBAL-IN-CHARGE

**SCENARIO NAME:**

**SETTING:**

**PREMISE:**

**PRIMARY THREAT:**

**THREAT FACTOR:**

## THREAT BREAKDOWN

**FODDER:** Adv: 1; Th: draw 2, keep lowest; Hand: 2

**HINDRANCE:** Adv: 2; Th: draw 1; Hand: 3

**MINIBOSS:** Adv: 4; Th: draw 2, keep highest; Hand: 4

**BIG BAD:** Adv: 8; Th: draw 3, keep high+low; Hand: 5

**TR:** Adv: 16; Th: draw 4, keep highest 2; Hand: 6+

## ADVERSITY COSTS:

- Introduce New Threats: Varies by Role (see above breakdown)
- Introduce Old Threats: 1 Token, Threat returns with previous Hurtin'
- Increase Threat: +1 Threat per Token, only when (re)introduced
- Use as CGP empowerments for purchased Threats: same as CGP costs
- Activate a Panic Button: 1 Token
- Attempt Soak Check for a Threat: 1 Token (cards determined by Role)
- Take a Survivor's Gear between Scenes (1 for Gear, 2 for Weapon)

## SCENE COMPONENTS

1. Who is there?
2. Where is it happening?
3. When does it take place?
4. Why is this scene important?
5. **EXPLOSION!**

## END-OF-SCENE CHECKLIST

1. Survivor Threat Tally +1
2. Increase Survival Pool
3. Spend Survival Tokens?
4. Check for Infection & Turning
5. Increase Adversity Pool by TF
6. Survivors get Tokens = Grit

**CHARACTERS:**

**NOTES:**

**TRIGGER**

**THREAT:**

**INFECT:**

_____	_____	_____	_____	_____
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